# SOFE 4850U

# UI Final Project Proposal

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Final Project Group 10

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Final Project Proposal


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# Proposal

The application is going to be a mobile UI meant for tracking fitness workouts. Users should be able to record and check records of their fitness workouts, therefore the UI should be interactive. The app should also have other content should such as information about a certain workout such as how to do it. The UI should have multiple pages to help separate different actions to help increase usability. We decided to use the Double Diamond Model framework to help create our user-friendly UI. Below, we have outlined the initial “Discover” and “Define” steps in the Double Diamond design process, and the “Develop” and “Deliver” steps will be completed later.

# Discover

After research and interviewing of consistent gym athletes, stakeholders will have certain expectations of a Fitness tracking app. One expectation being a simple and easy to learn interface with a small learning curve; with a clear pattern of causality. Another expectation is it being rich in features, such as: able to keep track of exercises and to recommend exercises. Lastly, stakeholders will expect a responsive experience and content to be easy to understand for new athletes.

# Define

This section defines core components of the application and the rationale behind each component.

| **Planned Components** | **Rationale** |
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| Multiple Pages | The app should have multiple pages to separate content and make it clear for users of the different sections they can interact with. Multiple pages will allow the user to understand the app better and prevent overwhelming. Overwhelming the user would impact the effectiveness of the app and would not stay true to our requirement of having a clear and concise user interface. |
| Navigation Bar with buttons | A navigation bar for the different pages will be on the screen, so that the user can navigate between each page. The navigation bar should help create a sense of Consistent Mapping since many websites and apps have navigation bars at the top of the screen. With this Consistent Mapping, it should increase the Learnability of the app. |
| Responsive Buttons | Buttons exhibit cause and effect, where each button responds and provides feedback in response to the user’s input. Buttons should have clear labels to help users have a sense of Affordance of what the buttons do. Buttons should have the website react in some way such as creating an alert to create Feedback for the system which improves Causality of the app. |
| Alerts | There should be alerts after certain interactions on the app in order to create a sense of Feedback which improves the Causality of the app. |
| Colours | The app should have colours that avoid the Red Green since it is a common colour for colour blindness to increase Accessibility. Elements meant to contrast each other should avoid RGB and use multi-colour hues to help users distinguish elements, by doing this we increase Error Prevention of the app. |